

EXHIBIT 25

A Dictionary of
**Media and
Communication**

FIRST EDITION

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and
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collages. The mixer also permits smooth transitions between feeds such as dissolves. *See MULTICAMERA.*

MLS *See MEDIUM LONG SHOT.*

MMOG, MMORPG (massively multiplayer online game or online role playing game) A *videogame in the form of a persistent two or three-dimensional graphical *virtual world in which users participate as *avatars, typically going on quests and joining up with teams of other players: examples include *Everquest*, *World of Warcraft*, and *Eve Online*. *Compare MUVE.*

mobile (mobile phone) A portable telephone using a *cellular radio system, so that users are no longer confined to a fixed spatial location as they were with fixed *telephones based on landlines. In the UK, before 1985 no one had a true mobile; by 2000 over half the population had one, and now almost everyone has one. Mobiles have transcended the conventional functions of voice telephony, incorporating functions such as *SMS text messaging, photography and video-recording, music and video playback, *PDA, and *internet-access (including *email and *web browsing). The mobile has become a key tool for the maintenance of *social networks and the shaping of social identity, especially among adolescents. Ling declares that 'it leads to the sharing of experiences and emotions more immediately than almost any other mediated form of contact, save *face-to-face interaction'. Mobiles have also contributed to the blurring of the *public and private spheres, as in relation to how *co-present others are handled. *See also GENDERED TECHNOLOGIES; STRONG TIES; WEAK TIES.*

m

mobile communications *See also CELLULAR RADIO SYSTEM; NOMADIC AUDIENCES; PERSONAL DIGITAL ASSISTANT; TELEWORKING.* 1. Broadly, any communications technology that is portable: for example, a battery-powered television, *WiFi-equipped laptop, cordless landline telephone, or outside broadcasting facility. 2. A device, network, or service that enables interpersonal communication over a distance between two or more parties: either because the user is mobile and has access to the service in a number of different locations or because the technology is portable and can be carried with the user; i.e. a walkie-talkie radio or *mobile phone.

 **SEE WEB LINKS**

- Mobile communication and mediated ritual

mocap *See MOTION CAPTURE.*

mockumentary A fictionalized *documentary, which can be comic, as in *This Is Spinal Tap* (1984), satirizing the conventions of documentary film-making, or serious, as in the famous radio adaptation of *War of the Worlds* (1938) where the verisimilitude of the documentary form brings an ironic sense of *realism to the presentation. *See also DOCUMENTARY STYLE.*

modality 1. **(sensory modality)** A *channel of sensory *perception, such as vision. 2. A particular *medium, such as speech or writing: *see also MULTIMODALITY.* 3. In *linguistics (*semantics, *grammar, *stylistics, *text linguistics), the